Claims

1. A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a game of chance on which monetary value can be wagered; and

an audio module, the audio module operable to report information comprising game technical information to a game administrator.

2. The computerized gaming system of claim 1, wherein the computerized gaming system comprises a mechanical user interface.

3. The computerized gaming system of claim 2, wherein the mechanical user interface is a mechanical reel slot machine interface.

4. The computerized gaming system of claim 1, wherein game technical information comprises at least one of a game administrator menu, a game administrator help menu, a game troubleshooting menu, a game test menu, and a game setup menu.

5. The computerized gaming system of claim 1, the audio module further operable to report error condition information.

6. The computerized gaming system of claim 5, wherein the audio module is operable to report error condition information upon actuation by a game administrator.

7. The computerized gaming system of claim 1, further comprising a monitoring module, the monitoring module operable to monitor the state of one or more components of the computerized gaming system, the audio module further operable to report monitoring module data to a game technician.

8. The computerized gaming system of claim 1, wherein the audio system is further operable to convey information regarding an executing game of chance to a user.

9. The computerized gaming system of claim 1, the audio module operable to report information comprising game technical information to a game administrator when the game of chance is not executing.

10. The computerized gaming system of claim 1, the audio module further operable to prompt a game administrator to perform test or configuration functions.

11. The computerized gaming system of claim 1, the audio module operable to report information in one or more languages.

12. A method of providing game administrator interface with a computerized gaming system, comprising:

reporting game technical information of the computerized gaming system to a game administrator via an audio system, the computerized gaming system operable to execute gaming code on a processor to conduct a game of chance on which monetary value can be wagered.

13. The method of claim 12, wherein the computerized gaming system comprises a mechanical user interface.

14. The computerized gaming system of claim 13, wherein the mechanical user interface is a mechanical reel slot machine interface.

15. The method of claim 12, wherein game technical information comprises at least one of a game administrator menu, a game administrator help menu, a game troubleshooting menu, a game test menu, and a game setup menu.

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16. The computerized gaming system of claim 1, wherein game technical information comprises error condition information.

17. The method of claim 12, wherein the game technical information is reported upon actuation by a game administrator.

18. The method of claim 12, further comprising monitoring the state of one or more components of the computerized gaming system, and reporting the monitored state as game technical information to the game administrator via the audio system.

19. The method of claim 12, further comprising conveying information regarding an executing game of chance to a user via the audio system.

20. The method of claim 12, the audio system operable to report information comprising game technical information to a game administrator when the game of chance is not executing.

21. The method of claim 12, further comprising prompting a game administrator via the audio system to perform test or configuration functions.

22. The method of claim 12, the audio system operable to convey information to a game administrator in one or more languages.

23. A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a game of chance on which monetary value can be wagered;

a configuration module, operable to facilitate at least one of gaming system configuration or troubleshooting; and

an audio module, the audio module operable to provide an audio voice interface to the configuration module.

24. The computerized gaming system of claim 23, wherein the audio voice interface comprises a hierarchal menu conveyed by voice.

25. The computerized gaming system of claim 23, wherein the computerized gaming system comprises a game having a mechanical interface operable to convey results of the game of chance.

26. The computerized gaming system of claim 23, the audio module further operable to convey audio to a player of the game of chance.

27. A method of managing a computerized gaming system, comprising:

reporting game configuration module information to a game administrator through voice via an audio module operatively coupled to a configuration module, the game configuration module operable to facilitate at least one of configuration or troubleshooting the computerized gaming system, the computerized gaming system operable to execute gaming code on a processor to conduct a game of chance on which monetary value can be wagered.

28. The method of claim 27, further comprising:

receiving game configuration module input from a game administrator in response to audio conveyed via the audio module.

29. The method of claim 28, wherein the game configuration module input is received via actuating controls configured to provide input for the game of chance.

30. The method of claim 28, wherein the game configuration module input is received via actuating one or more switches.

31. The method of claim 27, reporting game configuration module information to a game administrator through voice via an audio module comprises conveying a hierarchal menu by voice.

32. The method of claim 27, wherein reporting game configuration module information to a game administrator through voice via an audio module comprises conveying such information in a selected language.